# HOT Z-2068 COMMAND LIST -- READ MODE

| COMMAND KEY | | FUNCTION | ROUTINE |
|---|---|---|---|
| SS-Q | <= | QUIT TO BASIC (SIGN OFF) | SOFF |
| SS-W | <> | SCROLL display (BREAK to stop) | SKRL |
| SS-E | >= | Turn on HEXEDIT mode | EDMD |
| SS-I | AT | Display machine STACK POINTER (switch) | SPON |
| CSS-SS-BORDR | BRIGHT | Set BORDER color (0-7) | BORS |
| CSS-I | CODE | Switch floating-point INTERPRETATION | FPSW |
| ENTER | ENTER | PAGE flip | |
| CSS-SS-X | INK | Set INK color (0-7) | INKS |
| CSS-R | INT | RESTART HOT Z (Reinitialize) | STAR |
| CSS-COPY | LN | COPY screen to 2040 | PRSC |
| SS-U | OR | DECIMAL address to follow | GDEC |
| CSS-SS-N | OVER | Switch NAME files | SWNA |
| CSS-SS-C | PAPER | Set PAPER color (0-7) | PAPS |
| CSS-O | PEEK | Switch floating-point interpreter IN/OUT | SWFP |
| CSS-T | RND | Display TOP NAME of list | TOPN |
| SS-D | STEP | Go to single STEP | VRVA |
| SS-A | STOP | Turn on ASSEMBLY mode | ASED |
| SS-G | THEN | Switch disassembly/data displays | DSWI |
| SS-F | TO | Set END address | SEND |
| CSS-REM | TAN | Make REM from PROG to END | REMK |

# HOT Z-2068 COMMAND LIST -- SINGLE-STEP MODE

| | | | |
|---|---|---|---|
| SS-Q | <= | QUIT to READ mode | |
| ENTER | ENTER | STEP one instruction | |
| SPACE | SPACE | SKIP next instruction | |
| CS-1 | EDIT | BACK one instruction (or byte if repeated) | |
| CSS-COPY | LN | COPY to 2040 printer | PRSC |
| CSS-RUN | INT | RUN CALL or RST 10 | RCAL |
| SS-I | AT | Set BREAKPOINT #1 | SBP1 |
| SS-U | OR | Set BREAKPOINT #2 | SBP2 |
| SS-Y | AND | DISPLAY Breakpoints | SHBP |
| SS-G | THEN | GO (run) to breakpoint | RTBP |
| CSS-LOAD | VAL | LOAD register (A,B,D,F,H,S,X,Y) | OSRS |
| SS-A | STOP | ASSEMBLE NEXT | OSAS |
| CSS-SS-L | ATTR | Window SETUP at NEXT address (1B00 bytes) | WISU |
| CSS-SS-K | SCREEN | Window STOP switch | WISW |
| CSS-SS-O | OUT | Switch window out temporarily | SWOU |
| CSS-SS-I | IN | Switch window in again | SWIN |

STEP command addresses are in a file at CDFI, followed by READ command addresses, followed by EDIT addresses. Dead keys are marked DeAD in STEP and READ and KRES in EDIT. Command addresses are in keycode order from RND through RESTORE, repeating for each mode. Presence of an address assigns that routine to that key. Move them or add to them to suit your needs.

# HOT Z-2068 COMMAND LIST -- EDIT MODE

| Command Key | | Function | Routine |
|---|---|---|---|
| SS-O | ; | ESCAPE during assembly edit | |
| CSS-E | >= | Cursor to HEXEDIT column | SWTE |
| CSS-A | STOP | Move cursor to ASSEMBLY-edit column | SWAS |
| ENTER | ENTER | ESCAPE during hex edit, or return to READ mode from home column | |
| SS-D | STEP | Single-STEP instruction at cursor | OSCO |
| SS-G | THEN | SWITCH DISPLAY (disassembly/data) | SWDD |
| SS-F | TO | Set END | SEOP |
| CSS-COPY | LN | COPY screen to 2040 printer | PRWS |
| CSS-V | LLIST | LIST cursor to END on 2040 printer | DLIS |
| CSS-SAVE | RESTORE | SAVE cursor to END in DATA format | SV68 |
| SS-CSS-R | VERIFY | VERIFY a code-format tape | VERI |
| CSS-LOAD | VAL | LOAD (DATA) from cursor to END | LD68 |
| CSS-W | COS | LOAD ZX81 data tape, cursor to END | LD81 |
| CSS-F | SGN | FIND first matching byte sequence | MATS |
| CSS-G | ABS | FIND NEXT matching byte sequence | FIAG |
| CSS-SS-7 | ERASE | CLEAR memory from cursor to END | CLMM |
| CSS-SS-2 | FN | FILL memory with keycode | FLMM |
| CSS-A | READ | Hex ARITHMETIC (E + K & E - K) | HARI |
| CSS-N | INKEY$ | NAME entry (disassembly or data) | NENT |
| CSS-X | EXP | DELETE NAME | DENA |
| CSS-U | CHR$ | READDRESS NAME file (displacement) | RANA |
| SS-I | AT | PART screen (enter address) | PSCR |
| CSS-RUN | INT | RUN from cursor to first RET | RUNT |
| CSS-K | LEN | CHECKSUM to BCDE in single step | CSUM |
| CSS-T | RND | TRANSFER cursor-END to DEST | TRAN |
| CSS-SS-T | MERGE | TRANSFER code and labels to DEST | TRNA |
| CSS-SS-6 | MOVE | RELOCATE code, cursor to END (Set TEMs) | RELO |
| CSS-Y | STR$ | READDRESS jump table (displacement) | RADD |